



























































































## MUD GOLEM



|                                                                                                                                                                               |                                                                                                                                                                                  |                                                                                                                                                                                  |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|   <b>5</b>  |   <b>5</b>  |   <b>5</b> |
|   <b>22</b> |   <b>6</b> |                                                                                                                                                                                  |
|   <b>22</b> |   <b>6</b> |                                                                                                                                                                                  |

**12**



At the start of each round, exile four dice.



## POISON ELEMENTAL



9



At the end of each round, exile one poison token.



## CORRUPTED TREE



Skull icon, 2 Hearts icon, 14

2 Drops icon, 6

Skull icon, 2 Hearts icon, 16

1 Heart icon, 1 Drop icon, 6

Skull icon, 2 Hearts icon, 18

2 Hearts icon, 1 Diamond icon, 6

7

If all are covered, add to a hero.



## FIRE GIANT



8



Roll dice for only half (rounded up) of each type of stat icon.



## INDRAX



20



4



20



4



5



6



6

8



Any 3s rolled are immediately discarded.



## STAIRS 4P

While visible, place a damage token here for each time spent. Each time there are six tokens here, place one on each of two heroes, and remove the other four. At the end of any turn, the heroes may Descend. If this card is revealed while spending time to start a turn, the heroes may Descend immediately.



DOUBLE STRIKE



Gain  
3  3  3.

## BASIC SKILLS



If choosing a peril option would cost more than , reduce it to .

**INVENTIVENESS**





DOUBLE STRIKE



Gain  
3 swords 3.

## BASIC SKILLS



If choosing a peril option would cost more than  
⚡, reduce it to ⚡.

**INVENTIVENESS**



**1 ITEM**

(EACH)

**1 SKILL \***

(EACH)

\*Starting and basic skills do not  
count toward this limit

**LEVEL 1**

**2P**



**1**

during setup.



**0**

Encounter Bonus



**6**

to level up

**2 ITEMS**

(EACH)

**2 SKILLS\***

(EACH)

\*Starting and basic skills do not  
count toward this limit

**LEVEL 2**

**2P**



**+1**

for reaching level 2.



**1**

Encounter Bonus



**8**

to level up

**3 ITEMS**

(EACH)

**3 SKILLS\***

(EACH)

\*Starting and basic skills do not  
count toward this limit

**LEVEL 3**

**2P**



**+1**

for reaching level 3.



**1**

Encounter Bonus



**10**

to level up

**4 ITEMS**

(EACH)

**4 SKILLS\***

(EACH)

\*Starting and basic skills do not  
count toward this limit

**LEVEL 4**

**2P**



**+1**

for reaching level 4.



**2**



**5**



**1**



Encounter Bonus

Before you roll to Resist Poison, automatically  
succeed instead.

**ANTIDOTE**



## BASIC POTIONS



Increase two dice by 1 each.

**AID**



# **HORDES OF THE SHADOWS**

**4P**

Use this side if playing  
a hybrid dungeon.



One of the two groups must fill the box on this card. If it is not filled, it becomes part of the consequences of the second encounter. The box is grey. A grey box can be filled by a die of any color.

## HYBRID DUNGEON

At the end of an Explore turn, the party must **RESIST POISON**.

To attempt to resist poison, roll one die and add 1 to it for each  on an open door. If the total is greater than the number of  on the heroes, you succeed.

---

**Success:** No effect.

**Failure:** Remove one  from one of the heroes, and add  to that hero.

**4P:** Before resisting poison, the party must split up into two groups of two heroes. Each pair of heroes resists poison separately.



## PHOENIX



|                                                                                             |                                                                                              |                                                                                              |
|---------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------|
|  <b>17</b> |  <b>6</b> |                                                                                              |
|  <b>17</b> |  <b>5</b> |                                                                                              |
|  <b>5</b>  |  <b>5</b>  |  <b>5</b> |

**2** 

Deal 1 damage to the Phoenix if all  are covered, 0 otherwise.